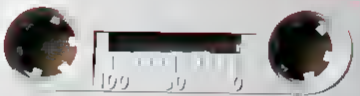
Galaxians
Sword of Peace

Artic Computing Limited



ZX81
16K

GALAXIANS – SWORD OF PEACE
LOAD "ZXGAL" – LOAD "SWORD"

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ZH-Galahians Sword Of Peace

GENERAL LOADING AND RUNNING INSTRUCTIONS

1 Assemble the ZX81 as described in Chapter 1 of the 'ZX81 BASIC Programming Manual, or Sessions 1 and 2 of tha "How to Progrem the ZX81" audio course.

2 Posltion the cessette tepe at the silent pert before the program.

3 Connect the EAR socket on the ZX81 to the EAR or LOUD SPEAKER socket on your recorder.

4 Adjust the volume of the cassette recorder to ¾ maximum and the tone controls to maximum treble and minimum bass.

5 Press LOAD (the J key) and type the name of the program within quotetion marks. Do not prass NEWLINE yet.

6 Start the cassette recorder and now press NEWLINE.

Instructions for Game Ovarleaf.

ZX – GALAXIANS

ZX-Galaxians is a version of the famous arcade game You are being attacked in deep space by formations of hostile Galaxians and it is your mission to prevent them attacking Earth. You are provided with three spacecraft armed with powerful laser-bolts with which you must fight the Galaxians. BUT be warned, the Galaxians will swoop from the formation showering bombs as they go.

ZX-Galaxians runs entirely in machine code requiring 4K bytes of memory. The program runs itself after 1.5 minutes loading and a title sheet is displayed. The game can be started at a key stroke so it is recommended that you position your fingers on the correct keys. 5 - left, 8 - right 0 - fire. (A piece of white paper has strengthened on the keys of your ZX81 makes better control board for operations).

Points are scored for each Galaxian hit and the score is constantly at the right of the screen. You gain 10 points for a Galaxian in the formation and 20 points for a swooping Galaxian. The skilful player needs to make fast decisions to avoid the attackers and destroy the enemy.

Special features of this excellent game are named high scorers, full explosions, and continuous status report.

SWORD OF PEACE

You are the Crown Prince of Oz and to prove that you are worthy of becoming the Monarch of Oz, you are sent on a quest. You are cast into a dungeon where you must find four objects of state. Each object of state is on one paving stone in a 100 x 100 floor. this stone is called the magic spot On your travels you will meet monsters They will either be Good Neutral or Evil Evil monsters will try ro kill you by casting spells on you which weaken your strength. Neutral monsters will act as either Good or Evil monsters Good monsters will do you good. the first one you meet will give you a distance meter which will tell you how far you are away from the magic spot The second will give you a compass which will read 1 0 or 1.

e.g. 1,1 means you should move in both the x and the y direction

Further Good monsters will either increase your strength or teach you more spells which you can use to fight the Evil and sometimes Neutral monsters When you meet a bad monster you will be asked for a spell number (initially you know spells No 1, 2 & 3 only. Certain spells affect particular monsters Spell 0 is run away. You continue casting spells until either it is dead or you have run away. The spells are as follows

Spell No	Affect	Spell No	Affect
0	Run Away	6	Make Swamp
1	Landslide	7	Rain of Holy Water
2	Wind	8	Earthquake
3	Fireball	9	Rain Storm
4	Make Pool	10	Thunder Storm
5	Create Hole		

Objects of State	Spell No	Kill
Great Ring	11	Rock Monster
Kingly Orb	12	Mummy
Robes of State	13	Giant
Sword of Peace	14	Wizard

To move when given the cue DIRECTION or RUN AWAY you enter the X co ordinate and then the Y co ordinate. You may only move 20 paving stones in any direction so the maximum move is + 13, + 13 or + 20, 0 etc (Pythagoras)

If you bang into a wall you loose 10% of your strength. When you collect an object of state you are transported to another level (5 in all) and when you get to the 5th magic spot you have won.

The objects of state may be used to kill certain monsters straight away but they can only be used once and have a 10% chance of failure

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2K-Galaxians Sword Of Peace

ZX81

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